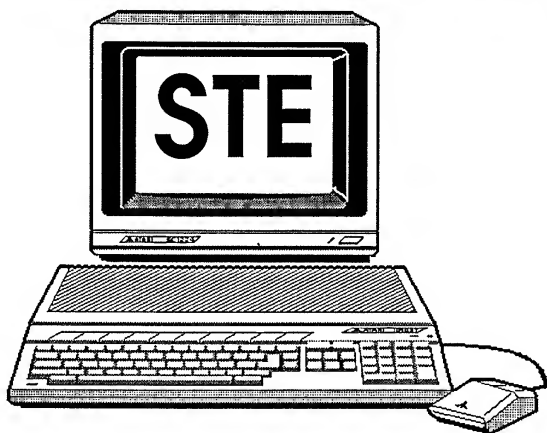


N O A H

orthern hio tari elpers

ATARI '90:



The ST[®] Now Available!

Newsnotes

August 1990 • Vol. 1, No. 8

\$ 1.00 / \$ 2.50 with Disk

The Editor's Corner



Perspective.

It's something I think the Atari community is finally starting to regain. For a while this summer the "Visionaries of Imminent Doom" (VOID's for short) ruled the user community with an iron hand, and Atari users lined up like lemmings to throw their ST into the ocean and start saving up for a Mac, Amiga, or IBM computer.

Well, the STE seems to have slowed the mad rush, at least a little. I'm not so sure it was the computer itself, but rather the fact that Atari finally shipped one of these new computers that we had been hearing about for a year or two. When nothing new was shipping, the VOID's found it easy to weep and wail and gnash their teeth and lead others down the same road.

Now, it's just a bit harder to convince people that Atari is dead and buried, especially when you can go down to your local dealer and see a graphics and sound demo on the STE that proves there is still quite a bit of life left in the ST line. Atari isn't out of trouble yet, but 1990 seems to be shaping up quite nicely as a year of rebuilding for Atari Corporation, and with the TT currently at the FCC for approval, things can only get better.

If your ST computer meets your computing needs, there is no need to develop an ulcer everytime Atari does something less than intelligent in running their computer business. There are still a lot of good things just around the corner for Atari ST owners, in my humble opinion. Keep the faith, and your ST as well! □

In This Issue:

N.O.A.H. News	3
Publishing Pointers	5
Cliff's Notes	7
Tricks 'n Tips	8
Jin Mouse Review	10
N.O.A.H. Newsflash	11
The Cleveland FreeNet	12
Children Of War	13
Noah's ARC	14
MVG Revisited	16
Calendar of Events	18

Newsnotes Staff:

ST Editors:

Kevin Steele
(216) 582-2676

Doug Novak
(216) 845-6260

8-Bit Editor:

Ken Vargo
(216) 322-0655

THIS MONTH'S COVER DISK:

This month we are proud to present a demo version of MVG, WizWorks new graphics program. Take it for a spin, kick the tires, and see if this program is as serious a competitor to Migraph's "Touch-Up" graphics program as many have claimed it is. You decide...

NOTICE: Opinions expressed in this newsletter are those of the individual authors and do not necessarily reflect those of N.O.A.H. The name Atari and the associated products and logo are the registered trademarks of Atari Corporation.

Those wishing to submit articles should do so both on disk and in print. Any word processing format is acceptable, along with ASCII. Any non-copyrighted articles printed in this newsletter may be reprinted, provided that the author and this newsletter are given full credit.

All efforts have been made to present totally accurate information in this newsletter. We assume no responsibility for the actions resulting from someone acting upon any suggestion presented herein.

ADVERTISING: The *N.O.A.H.* Newsnotes accepts advertising. To place an ad, please contact Doug Novak. The rates below are single issue rates. Please inquire about discounts on multiple ads.

Full Page: \$20.00 • One-half Page: \$12.00 • One-third Page: \$10.00
One-quarter Page: \$8.00 • Business Card: \$5.00

N.O.A.H. News

NEWS NEWS NEWS NEWS NEWS NEWS

Well the remodeling is almost at an end and I can actually see the floor once again!! The sawdust is beginning to settle and I can actually move around and not kill my shins...

ST NERD Coming Back?? Yup, it's official. All members of N.O.A.H. will automatically be put into the user list once they have registered and also, people who have purchased software from a company called "Picture Purfect Publications" will be able to use it as a support board.

What does all this mean? This means that if you are not a registered dues-paying member of N.O.A.H., you will not be able to get onto the board. I needed a way to control the board and to shrink it in size so that the time I have to devote in maintenance is cut to a minimum.

Somewhere in this newsletter you will find an application for the group, also available at the store or by mail, so fill it out and once again enjoy one of the larger ATARI BBS' in the country.

At this month's meeting we will be doing a number of things including showing off the NEW STE ! This is one machine Atari promised and then delivered! I hope they keep it up. This machine is everything

they said it would be an I know you will come to the same conclusion. You are all more than welcome to try any piece of software on it and check out for yourself any incompatibilities. From what I have run on it, I have yet to find one that DIDN'T run. Not bad for a unit the Europeans said was running around a 35-40% incompatibility rate with the old software.

IN THE MONTHS TO COME...

In August...

A MIDI demonstration by Joey G. Joey is using his ATARI ST with a \$30,000.00 keyboard! This one should blow the doors out here and get the MIDI people out from behind their woofers...

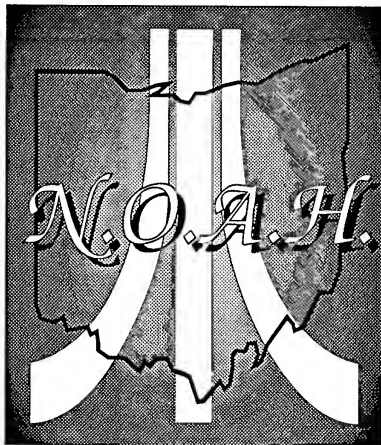
In September...

We plan on holding an ATARI Fair of sorts with everyone being allowed to participate. Anything you want to sell or trade is welcome as long as it's the original copy (for software), and you are willing to guarantee that it works. We will also have a number of ST's set up and manned with people to help with any problems you might be having... and yes, this includes such subjects such as arcing and using PageStream!!

Well, that's about it for N.O.A.H. news this month

so until next month...□

Doug Novak



Coming Next Month:

Hotwire 2.3 + Multidesk 2.1 + Maxifile 2.0 =
The ultimate desktop replacement?





ST Nerd BBS
is
coming
BACK!

August 15th, 1990

(216) 582-1904

Publishing Pointers

TeX on the ST: More is Less or Less is More?

© 1990 by Kevin Steele
All Rights Reserved.

A Brief Diversion

This month I'm going to take a bit of a side-step from what I normally write about. This month we're going to put aside the DTP lessons, and take a look at a rather unusual publishing program, a program which can be used on almost any computer, a powerhouse publishing program that you've probably never even heard of. The publishing program I'm speaking of is called TeX, and the ST version of this program is, believe it or not, Public Domain!

Programmed Publications?

So what advantages are there to using TeX over a program like, say, PageStream? Well, imagine being able to format a document while you're typing it in, simply by inserting a command like "`\chapter{Getting Started}`"? TeX is more like a programming language than a desktop publishing program—you "program" a page's design by entering special commands into the body of your text. It provides a means for quick, consistent formatting of a document. Plus, special features like commands to automatically generate a table of contents and an index make creating technical documentation (such as software manuals) very simple to create.

The down side to a program like this is having to learn all the formatting commands, as there are hundreds. If that weren't enough, you can define your own custom formatting commands if you need to. The up side to all of this is that if you do manage write a TeX document, odds are that that document is easily transportable to almost any other type of computer.

Getting Started

The ST version of TeX is available on 5 double-sided archived disks from Current Notes. 5 double-sided archived disk? Yup, this is one

monster of a program. Or perhaps I should say series of programs. You are not going to get a publishing system this complex in just one big file. Nope, TeX has a number of specialized little programs, each designed to perform a certain function. Just decompacting these files will take a few evenings to accomplish. Also, be prepared to reserve four to eight megabytes of hard disk space!

So why even bother? Well, if you ever get the chance, go to your local book store and take a look at a manual called "LaTeX: A Document Preparation System" by Leslie Lamport. The entire manual was created using LaTeX, which is a special set of TeX macros designed to make using TeX a lot easier. It is a beautiful creation, and easily demonstrates the power of this document system.

How's it Work?

TeX uses plain ASCII files, meaning you can type a TeX document using almost any standard word processor. You simply type in your text, throwing in occasional formatting commands as you go. For example, to start a chapter, the command "`\chapter{Overview}`" would create a chapter called, of course, "Overview". From there you could have a "`\section{Using the Manual}`", a "`\subsection{Conventions Used}`", and so on. The three commands above would create something similar to the following:

Chapter 1: Overview

1.1 Using the Manual

1.1.1 Conventions Used

(Obviously, you'd put something under these headings!) Commands can also change text attributes. For example, `{\tt Typewriter Style Text}` would produce **Typewriter Style Text**, of course.

`\large` would produce **large** text,

`\Large` would produce **Large** text,

and \LARGE would create

LARGE text. I won't even bother to demonstrate what \HUGE would produce...of course, \normalsize will put all back to normal. Need a page break? \clearpage will do it. Want to make sure the next chapter starts on an odd-numbered page? \cleardoublepage is the ticket.

Who Cares?

So, who would go to all this trouble just to get a pretty manual? Well, if you ever produce technical documents such as books, manuals, reports, or theses, odds are you could really benefit from TeX. You see, TeX can do things with mathematical equations that not even your algebra teacher could! It provides the ability to easily typeset any sort of mathematical equation, even those that

look more like a wiring diagram than an equation.

Now of course, you may not need to typeset equations. But how about music? A special set of macros called MuTeX lets you typeset musical scores easily and professionally. Need a top-notch bibliography? BIBTeX will let you do it in style. Presentation Graphics? SLITeX is your program.

A Word of Warning

As you probably have guessed, this program is definitely not for most people. It gobbles hard drive space, it takes forever to learn, and it has no sort of WYSIWYG display (with the exception of a special preview program that must be run after you've compiled a document). However, if you need a professional caliber publishing system, and you're willing to take the time to learn it, you really can't lose, especially for the cost (I spent \$20). It ain't easy to use, but then again, neither is a Space Shuttle. □

Write On. Write Away.

- ✍ Resumes and Cover Letters
- ✍ Business and Technical Writing
- ✍ Newsletter Layout and Design
- ✍ Advertising Copywriting
- ✍ Speeches and Scripts
- ✍ Proofreading and Editing

12943 Kingston Way • North Royalton, OH 44133 • (216) 582-2196

STEELE
Writing Services



by Cliff Scott

For some reason, experienced musicians as well as the musical novice confuse "Tracks" with "Channels" when actually there is no correlation between the two, other than the fact that a track records channel information. This month I'll try to shed some light on these two terms.

Track:

Music software uses tracks to store recorded information. The number of tracks depends solely on the design of the software. The length of a track is usually specified by the user. The word "Track" comes from multi-track recording using analog tape machines. Multi-track tape recorders and computer software use the same technique of building songs a step at a time. The first part of a song is recorded and then the next part is played and recorded along with the first part. This process is continued until the song is complete or there aren't any more tracks available to record on.

A computer track will record all MIDI data as it enters the computer, time stamping the information as it receives it. The MIDI channel information is recorded as part of the data because that is exactly what it is, a component of the data. If it becomes necessary to change the MIDI channel later, there are usually a couple of easy ways to do this. It is possible to take a completed song with many tracks, all with their own channel information, and combine them all together into one track

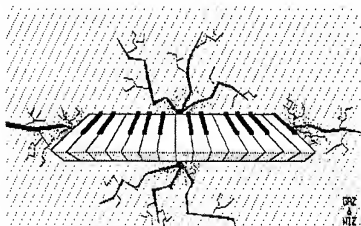
and it will play exactly the same as it was before combining them, as long as no channel assignment is dedicated to that particular track. Later, if the user decides to uncombine this one large track, this can be done by separating the MIDI data by its channel assignments.

MIDI Channel:

This is a basic and integral part of the MIDI spec and of computer music. Each MIDI instrument connected to the computer is set to its own receive number or channel. This allows each instrument to respond only to the MIDI data intended for it, ignoring all other channels but its own. The MIDI specification allows for channels 1 thru 16. This means that as many as 16 different MIDI instruments can be on-line at any one time.

Next month:

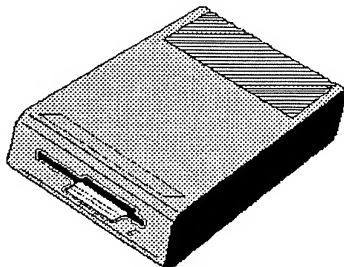
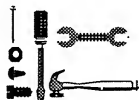
What does "Multi-Timbral" mean? The use of "MIDI Thru" and the "MIDI Thru Box" □



Submit all questions concerning this column to *N.O.A.H.*—I'd like to have some reader feedback so I can evaluate how to explain the concepts of computer music to the benefit of you, the reader.

Cliff Scott is appearing at Delsangro's Ristorante July 18th through the 28th, and at the Elzona Restaurant August 1st through September 1st.

TRICKS 'n TIPS



Adding a Generic 3.5 Inch Double Sided Disk Drive for the 520/1040 Series

by James Lacassagne

Purpose:

This document is a description of the hook-ups and modifications that I found necessary in adding a 3.5 inch double sided drive to my Atari 520. It is intended solely as a guide to anyone who is interested in saving a few dollars by using an "industry standard" drive in place of the Atari SF314.

Warning:

This installation seems to function properly for my system, but I cannot guarantee anything. Also, the only way that a saving will result is if a suitable power supply is already available, or can be obtained at a very low price.

Requirements:

- 1 3.5" DS Drive with Installation kit @ \$130
(The Unit I used was a Toshiba ND-352 which came with a multi-purpose mounting kit. Be sure that the unit is XT compatible!)
- 1 5v/12vdc Regulated Power Supply @ \$25
(The supply must be capable of supplying 5V. +/-5% @200 mA and 12V. +/-5% @300 mA. I saved some money here by using the same supply that I used for adding a 5 1/4 in. drive as described in numerous articles in magazines and on Bulletin Boards.)
- 1 34 pin Card Edge Connector @ \$3
(Yes, This is the "industry standard" used on all XT Clones. I got mine at Radio Shack.)
- 1 Standard Atari Disk Drive Cable @ \$8
(Preferably, one of the aftermarket types 6' or so in length.)
- 1 Disk Drive Case @ \$?
(This is optional—I still haven't found a good one, but the drive seems to work fine.)

Procedure:

There are two ways to proceed with this project depending on whether you want the new drive to be A or B. The Drive B method is the simpler, so I will start with it.

⇒ Cut the Standard Drive Cable in half (Save the other half for another project—maybe!)

⇒ Strip back about 2" of the outer insulation from the cable. Do Not cut off the shield wire (a layer of wire woven around the multiple conductors in the cable). Carefully unweave the shield, and twist it to form a wire of its own.

⇒ Since the 34 pin connector that I used was designed for ribbon cable, some ingenuity is required here. Each pin on the connector ends in a V-shaped stud designed to separate the ribbon cable wire and cut only its insulation when the cover is forced in place.

Since most of the wires in the cable go to the top row of the connector (the even numbered pins) and the shield goes to the bottom row, along with the wires from pins 3 and 7 of the Atari connector, I divided them accordingly and routed them above and below the connector cover.

Very carefully, I pushed each wire far enough into the corresponding Vstud to hold it in place. I then forced the cover down, forcing the wires the rest of the way into the V. By trial and error I found that the two ground wires (pins 3 and 7) in the cable did not provide a sufficient ground path, causing unreliable drive operation.

I overcame this by (gasp!) tying the shield to ALL of the odd numbered pins on the connector. (That's what the twisted shield wire is used for.) Carefully lay it over the bottom row of Vstuds before putting the connector cover on.

The Connections:

(NOTE: the colors mentioned are for an Atari Cable. You should check if you are using an After Market Cable.)

34 pin conn.	Atari conn.	Signal	Color
2	*	media chng	
4	N/A	in use	
6	N/A	d4 sel	
8	4	index	yellow
10	5	d0 sel	green
12	6	d1 sel	violet
14	N/A	d2 sel	
16	8	motor on	brown
18	9	direction	orange
20	10	step	grey
22	11	wrt data	pink
24	12	wrt gate	lt. blue
26	13	track 0	lt. brown
28	14	wrt prot	lt. green
30	1	read data	red
32	2	side 0	white
34	*	rdy/med ch	
(any odd)	7	logic gnd	blue
		logic gnd	black

⇒ Assemble the Disk Drive and Adapter kit. It should have come with a power cable adapter with a standard XT connector on the end. You can either buy a mating connector or cut it off and splice directly to the wires. (Generally, pin 1 (red) is 5V, pin 4 (yel) is 12V, and pins 2&3 (blk) are Ground.) The Installation Kit may refer to a jumper on pin 34, but this can be ignored.

⇒ Now, the only modification to the drive can be made. On the Installation Kit PC Board, a Jumper must be soldered between pin 2 and pin 28 of the Drive Connector. (This is the one that actually connects to the Disk Drive. It is identical in pin layout to the Std connector, with pin 2 on the top left as you look at it.)

This connects the Media Change signal on pin 2 to the Write Protect signal. (Thanks to Analog2 for pointing me in the right direction on this one.) These are both open collector, active low signals, and can be safely wired together. (wired or configuration)

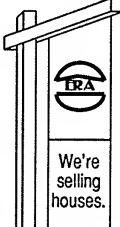
⇒ This should be all that has to be done to make the drive work. Simply plug the cable into the OUT connector of the first drive or the 1040, and away you go.

If you have a 520 and want the new drive to be drive A, the procedure is the same, except DO NOT CUT THE CABLE IN HALF. Instead, strip a 3-4 in. section in the center of the cable. Cut and unweave 1/2 of the shield. Lead the wires over the Vstuds as before, but cut the wires from the Atari connector pins 5 & 6 (computer end). Pin 5 wire is connected to the Std connector pin 10 and pin 6 wire is connected to the remaining end of pin 5 (The part that will go to the second drive). This brings the ds1 signal to the ds0 pin on the second drive, just like Atari does it.

You can cut off the remaining pin 6 wire if you like, since it doesn't get used. Don't forget to attach the shield to the odd number connector pins.

If you have understood and followed my directions, the drive should function properly. If not, there is not much that can cause damage. My version will read and format and write to double and single sided disks without any problems. If you encounter any difficulty, I can be contacted through Delphi as JIMSL or Compuserve No. 72257.1613. □

* Atari, Radio Shack, and Toshiba are Registered Trademarks.



TIMOTHY P. DZIAK
REALTOR®

BARTEL & ASSOC. REALTY, INC.
5847 Broadview Rd.
Parma, OH 44134
Office: 216-749-7810
FAX: 216-749-7779
Home: 216-476-1693

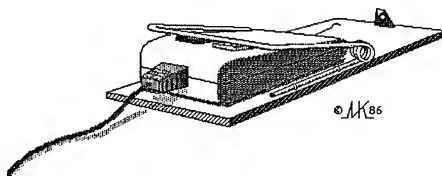
ERA® REAL ESTATE
Each Office Independently Owned And Operated



Harness The Power: Join N.O.A.H.!

The Jin GoldenIMAGE Mouse:

Avoiding Another Mouse "Trap" by Building a Better Mouse



by Kevin Steele

Warning: Biased Reviewer

Mouse reviews have got to be some of the most subjective reviews in the computing community. I mean, if the mouse works as advertised, what else is left for the reviewer to comment on besides how the mouse "felt" during use? The mouse used by your ST is, by design, the main interface between you and your computer. How it feels when you use it can make a major difference in how well you "interface" with your computer.

Ideally, the mouse should be "invisible" during use—that is, you should be able to concentrate on using the computer, and not be concerned with how you are handling the mouse. "pointing and clicking" with your mouse should be simple, intuitive, and almost second nature.

Which mouse design appeals to you depends on what you hold to be important in a mouse. Since this is going to be a very subjective review, let me fill you in on what I find important in a mouse.

My Dream Mouse

First, the mouse should fit well in my hands. I like a smooth, sculpted design. Second, the buttons should be large (so I can hit them without feeling around for them), easy-to-click (I hate having to really push down a mouse button), and should have a solid, positive "click" feel when they are pressed (so when the computer doesn't respond to your double-clicks, you know it's the computer's fault and not yours). Third, the mouse should have a high tracking resolution. In simple english, this means that the mouse should be capable of tracking even very minute movements. It should also mean that the on-screen mouse cursor moves all the way across the screen without having to lift the mouse and reposition it on the mouse pad.

A Perfect Match

The Jin GoldenIMAGE mouse fits all of these requirements, and also just so happens to be one stylish-looking piece of hardware. The mouse sports a zippy 280 dpi tracking resolution, meaning that very little movement is needed to send the cursor soaring across the screen. After the sluggish Atari mouse this may seem a bit hard to control, but after a week or so of using the Jin mouse, you'll find the Atari mouse unbearably lethargic.

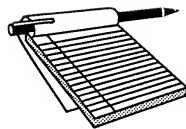
Unfortunately, the Jin mouse does not have a very high tracking speed, meaning that you may find the mouse cursor occasionally "going crazy" when you move the mouse too fast. (This problem is easily fixed by installing the Public Domain MACCELL2 mouse accelerator program, at the slow setting, into your AUTO folder.)

The Jin mouse has very light, responsive mouse buttons with large tops. These buttons have a nice, solid click, making double-clicking a breeze. A six-foot cord was a bit much for my needs, however. The mouse doesn't come with any instruction manual (some would ask if a manual is even needed), but the Jin mouse does come with its own mouse pad, a smaller than average smooth-surfaced pad that I found let the mouse glide over it like a wet icecube. Plus, the smooth pad surface made cleaning it a breeze.

Satisfaction

As you can tell, I've become rather enamored of the Jin GoldenIMAGE mouse. I'm not going to try and justify my feelings, as they are just that—feelings. I'd recommend that you play around with this mouse at a dealer a bit before you buy one. I'm fairly certain you'll like it, and since it retails for the same price as the Atari mouse (\$49.95), it makes a wonderful replacement mouse if your Atari version should ever scurry off to rodent heaven...□

A N.O.A.H. Newsflash...



Slavic Village Atari Fest August 18-19

On August 18th and 19th, the 13th Annual Slavic Village Harvest Festival will be held on Fleet Avenue (between E.65th and 55th Streets). On Saturday, the Festival will be from 4PM to Midnight and on Sunday from Noon to 9PM. There will be food and a lot of goodies to buy. About 100,000 people are expected to come to the festival.

The Cleveland Free-Net Atari SIG has recently been able to reserve a store at no charge in the middle of this festival to demonstrate what Atari computers can do. Atari ST computers will be setup to demonstrate music, games and productivity software. Atari 8-bit computers will be setup to show the public why 8-bit computers are still very powerful computers.

Unlike usual demonstrations, this demonstration does not restrict itself to Atari users only but is open to all of the 100,000 people. It is a chance to tell people, "Atari doesn't just make games, it makes great computers!" Many people don't even know Atari still exists and this is a perfect opportunity to show them just how much Atari does exist. I don't even remember an Atari computer demonstration this large open to public of that amount.

Even though "The Revolution" might have fallen, we can at least pick up on the main idea behind it and reinforce it—word of mouth advertisement and to increase awareness of Atari products.

The next thing that we hope to have also at the store is the first official "Cleveland Lynx Up." All Lynx owners will be invited to play multi-player games and show the public that Atari is leading in technology. The Lynx (even though a game machine) has incredible graphics and sound. The Lynx is an Atari product and we will try to help it succeed as much as we can. If the Lynx succeeds in the U.S., let's face it, we will have greater insurance that Atari will be around for a lot longer.

One of the last main things going on in the store will be a collection of donated 8-bit computers, disk drives, and printers for Children of War. These computers are needed for children to call a special network called Peace*Net. They

have been through a lot and a woman by the name of Joyce Brabner is heading the campaign to help them. A donation to a worthy cause is tax deductible but Joyce may also be interested in purchasing the 8-bit computers and hardware out of her own pocket for these kids at a reasonable cost.

If you are interested in displaying your ST and software (the more users the better), then please contact me, Len Stys, at 271-4566 after 6PM on weekdays or on weekends. You will be helping the Atari community in a great way by doing so. If you plan on Lynxing up and/or donating an 8-bit system, you may also contact me at that number.

We may have several more things going on at the store and again, it is in the middle of the Slavic Village Festival. Come down and see what your computer can do or better yet, bring it with you.

The store address is 5900 Fleet Avenue. From I-77, you can get off of the Fleet Avenue exit and find a parking space anywhere you can and walk up. If you are interested in demonstrating what your computer can do, I suggest you arrive before it starts so you can drop your equipment off before the street is closed to traffic. □



The Cleveland FreeNet: **ATARI SIG**



by Len Stys

The Cleveland Free-Net is the largest free, open-access, community computer system in the world today. Computer users can call Free-Net with their modem in order to get information on almost anything that they would like.

The Cleveland Free-Net is made up of over a hundred SIGs or Special Interest Groups that are maintained by volunteers who have a knowledge in that area. Free-Net also has a post office, a cafe where users can chat on-line, a teleport where users can go directly into the Cleveland Public Library's catalog, and just recently offers opinions directly from the United States Supreme Court.

The system has 2.3 Gigabytes of memory and has about 30 incoming lines in where users can call simultaneously but it is capable of handling 320. Another nice feature of Free-Net is Internet and Bitnet e-mail exchange. If you know someone around the world and he or she has access to Internet then you will be able to write this person. Or if you want to write a person who has an ID on Compuserve, you can since Compuserve can receive and send e-mail through Internet as well. Free-Net is run by the community, but is financially sponsored by Case Western Reserve University. It is a nice system and it is in Cleveland.

How does the Atari Community fit into Free-Net? Quite comfortably. The Atari SIG is the the largest computer SIG on Free-Net in information and user activity ranks only second to the IBM SIG. This is pretty amazing since the Atari Community has been considered dead by many magazine publishers and software companies.

What does the Cleveland Free-Net Atari SIG offer you? It offers great conversation IF you want conversation. It offers great news and information IF you help out and give news and information when you obtain it. It offers everything you want when concerning Atari but only if you really want it. Yes, the old saying stating that something can only be as good as you make it still exists. And the Atari SIG is based on this statement completely.

Here is what the Atari SIG now has thanks to great support by SysOps and users of the SIG:

- 1) Atari News
- 2) Cleveland Free-Net Atari SIG's On-Line Newsletter
- 3) Weekly On-Line Magazines (Z*Net, STReport)
- 4) Q & A help
- 5) Four Specific Computer and Entertainment Boards:
 - a) 8-bit Computers
 - b) 16-bit Computers
 - c) Atari MS-DOS Computers
 - d) Video Game Entertainment
- 6) A Wanted & For Sale board
- 7) A Programmers' board
- 8) An Archives and Time Capsule to hold past news and Q&A information
- 9) The Atari SIG Log of events

And much more!

The Atari SIG is also becoming an influential part in bringing more life to the Atari community. It has recently announced its participation in the Children of War campaign to give desperately needed computers to deserving people in order to access a special network called Peace*Net. A programmers' campaign to produce quality P.D. software is in the works also this Summer. Other major plans and events will be scheduled in the near future. □

If you have a modem then try calling the Cleveland Free-Net Atari SIG at (216) 368-3888. Half of the modems are at 2400 baud and the rest are at 1200 so if you don't connect at 2400 then just switch to 1200. When at the main menu, type "Go Atari" to go directly there. The Atari SIG is there for you, why not use it?

Children of War

(Editor's Note: The following message was posted recently on the Cleveland FreeNet. I am including it in this month's newsletter because I felt that many of you may have an old 8-bit Atari hidden away in a closet gathering dust that could be put to better use than providing a home for wayward spiders.)

From: ah881@cleveland.Freenet.Edu (Joyce Brabner)
Subject: Hardware for Children of War
Date: Tue Jul 17 02:34:27 1990

I guess it's time for me to introduce myself. I'm the person working with Len, Mark and other Atari SIG members, to put together basic Atari systems, to be donated to young people from Children of War. The project is pretty much as Mark and Len have described it.

A few months ago 47 young people from countries like South Africa, Israel, Palestine, Cambodia, El Salvador, Northern Ireland and the U.S. got together to tour several American cities, and talk about what it's like to live in a war zone. This year's tour also included environmental disaster areas—3 Russian teenagers from Chernobyl, and kids caught up the cycle of gang violence, from places like East L.A. and South Boston. (Why? Anywhere kids are being shot in the streets is considered a war zone.)

What happened? Children of War chapters started in every city they visited. Teenagers who have seen family or friends killed, who have themselves survived torture, or been imprisoned, who have had to flee their countries and start over as refugees, got the chance to ask other young people in the U.S. for help waging peace. They also formed very close friendships with each other, during the tour.

These friendships are important. Someone from El Salvador, who has lost family to the death squads knows what it's like for a Cambodian teenager to live with memories of "the killing fields." A teenager whose family fled Iran, now starting over in San Francisco, understands a Palestinian student's hurt, when classmates make fun of the "terrorist!". An inner city gang member

got his head put on straight, after hanging out with two South African teenagers.

What's my part in all this? I'm a comic book editor and writer (Eclipse Comics). I'm writing a comic book about the 1990 tour, which will be published at the end of this year. I write my comics on an Atari 8 bit, which I learned to use in three days—no prior experience. I knew about Peace*Net—an international, non-profit computer BBS.

I also knew that Free Net works. When I needed help, Len and Mark taught me the difference between ascii and binary files, and walked me through Omnicom. I figured I could donate some money for costs, and I asked Len and Mark. They're coming through, with help from you.

Philip Chow's hardware helped me connect an 18 year old from a country 7 time zones away, with a 16 year old from Louisville, Kentucky. It's not safe for him to send or receive letters about politics. Peace*Net gets him through. Next week, I'll connect a Cambodian teenager, now living in Los Angeles with her 16 year old friend from Tel Aviv. Then Brooklyn with San Francisco-- it's working!

Am I writing the Cleveland Atari SIG into the comic book? You bet. Do we still need hardware? Absolutely. Can I write a lot of checks? Not really. I'm trying to spend money on user accounts and line time. Most of these young people have no money. I'll happily send donors an autographed comic, or a similar thank you. I can connect you with Peace*Net, and answer other questions about Children of War, if you send me E-mail.

Finally, it looks like most of the donors are close in age to the Tour participants (12 years to early 20s). I think that's because you know what it's like to really, really need to talk to a good friend who understands better than anyone else what's going on—family stress, school worries, uncertainties about the future. This idea didn't need a lot of explanation at all to take off and yes! Your donations of very unglamorous, and thoroughly reliable Ataris ARE making a difference that's felt half-way around the world. Thanks. I'll keep you posted. ☐

Joyce Brabner ah881





The public domain/shareware/freeware library is available to all members of *NOAH*. The disks will be maintained at **AAA Video** on Pearl Road. Any member may obtain a copy of any program by stopping at **AAA** with a formatted disk capable of holding the program being requested (the library listing will give the arced size and unarced sizes). All library disks are maintained as arced programs. To request a program, please fill out the request form available in this newsletter or pick up a form(s) at **AAA Video**. The program will be transferred to your disk by Doug Novak.

The library disks are currently being viewed, checked for sizes and type of program (freeware/shareware/public domain) and listed in a standard database format using Timeworks DataManager Professional. The fields are: category, title, arced size, unarced size, number of files, description, other (freeware, shareware, public domain). The complete listing will be on disk at **AAA Video** and a printout available for reference by all members as soon as possible.

Anyone wishing to donate any public domain programs should submit a copy of the program to Doug Novak or one of the librarians. Please be sure the program is indeed *public domain, shareware or freeware* and available for distribution freely. Thank you.

The librarians are: *John & Brenda Giguere & Carol Paladin.*

For those who are interested in pictures for your Atari here is the beginning of a listing for you to browse over with the locations of each of the pictures within *NOAH's* library. This list is not complete yet, another edition will come in the future or feel free to browse through the library disks at **AAA Video**.

Disk #	File Name/Picture Name	Description
#21	acronau.tny	Apollo 11 astronaut on moon
	atat1.tny	From Empire Strikes Back
	beatles.tny	Silhouette picture of Beatles
	bridgett.tny	Bridgett, of course
	darth.tny	Darth Vader snapping the neck of a rebel pilot for the kiddies
	diamond.tny	Diamond ring
tinys2.arc	diver.tny	Picture of high diver
	flag.tny	One corner occupied by the US flag, the opposite by the Atari symbol
	headroom.tny	Max Headroom, your friend & mine
	jacques1.tny	A dog sitting in the grass
	kingtu2.tny	a color picture of King Tut's burial mask
	kolboink.tny	Spinning red sphere on a red checkerboard background (color cycling)
	ladyhawk.tny	Lady from Lady Hawk
	ldbill.tny	Bill the cat from Bloom County
#52	batman.tny	Cartoon picture of Batman from the movie
tinys3.arc	batman1.tny	The bat symbol
	batman2.tny	Picture from the movie
	birdy.tny	Colorful bird on perch
	bogart.tny	Humphrey, of course
	carol2.tny	Carol, whoever that is
	fatslags.tny	Cartoon of two fat women walking down the street talking about men
	freddy.tny	Guess, hint - Nightmare on Elm St
	fugi.tny	Mount Fuji, Japan
	ladybird.tny	Lady bug
	paliagn.tny	B/W bugs flying around an old style lantern
	planet.tny	Abstract enterprise in front of abstract planet
	planet1.tny	Picture of Earth from space
	robocop5.tny	This is a toughy, starred in a science fiction movie
	sfworld.tny	A planet getting sucked in to somewhere else
	spacart.tny	Two eyes looking at you around a space tip
	startrek.tny	Picture of Kirk, Spock & McCoy
	stella.tny	Picture of Stella

tnypic05.arc*

amigabla.tny
 betty.tny
 bill.tny
 bugs.tny
 bully.tny
 clown.tny
 coyote.tny
 daffy.tny
 dier.tny
 disnmick.tny
 flightel.tny
 jboy.tny
 jgirl1.tny
 jgirl2.tny
 jgirl3.tny
 mickey.tny
 music.tny
 odie.tny
 roadmnr.tny
 scubaman.tny
 sghost.tny
 snoopy.tny
 Superman.tny
 thumper.tny
 tweety.tny
 yamato.tny
 yogi.tny

Amiga logo falling through a trap door in a stage
 Betty Boop
 Bill the cat, Bloom County
 Picture of Bugs Bunny
 Bugs Bunny & a bull
 Clown
 Willy coyote
 Daffy duck testing bomb fuses with a hammer
 Still scene from music rock video
 From Fantasia, Mickey Mouse shaking conductors' hand
 Miss Fizz riding the crow from the Secrets of Nim
 Cartoon Japanese boy
 Cartoon Japanese girl
 Cartoon Japanese hefty girl
 Guess
 Scene from Fantasia with Mickey Mouse
 Abstract band
 Odie from Garfield
 The Road Runner, beep beep
 A scuba diver underwater
 Cartoon character Space Ghost
 Snoopy from Peanuts
 Cartoon Superman
 Thumper from Bambi - 'Hey Bambi the water's stiff'
 Tweety bird - 'I thought I saw a pussy cat'
 Female character from cartoon Space Cruiser Yamato
 Heh Heh It's Yogi Bear

tnypic07.arc*

3glasses.tny
 bostonii.tny
 canalrun.tny
 copper.tny
 demon.tny
 egypt.tny
 food.tny
 future.tny
 ghost.tny
 heart.tny
 kansas.tny
 logos.tny
 miamiVice.tny
 moon.tny
 nature.tny
 notes.tny
 stoneage.tny
 timecries.tny
 walkman.tny
 weather.tny

3 full wine glasses
 Cover of Boston record album
 Long distance runner along side canal
 Copper colored map of Washington state
 Excellent picture of a demon conjuring
 B/W picture of a pyramid subtitled with hieroglyphics
 Color pictures of broccoli, strawberry, hamburger, coke, egg
 Picture of Atari mouse - 'Touch the future, Atari'
 Ghostbusters 1 symbol - 'I ain't afraid of no ghost'
 From cover of Heart album, animated
 From cover of Kansas album
 Animation of the following logos Apple, IBM, Tandy, Amiga
 Miami Vice logo
 Moon over lake at night
 Pictures of palm trees, two sea shells, roses and tree
 Musical notes
 Abstract of a face carved in a block of stone
 A time machine picture
 Picture of a Sony walkman
 Weather map of the US

tnypic10.arc*

donald.tny
 dungeon.tny
 ewoks.tny
 ewok2.tny
 garfield.tny
 gauntlet.tny
 helio.tny
 heman1.tny
 heman2.tny
 heman3.tny
 heman4.tny
 heman5.tny
 heman6.tny
 hummel.tny
 ldbill.tny
 ldytmp.tny
 malefant.tny
 miamice.tny
 mickey.tny
 mickey2.tny
 mickey3.tny
 opusbill.tny
 peebles.tny
 pooh.tny
 snowwhite.tny
 un9.tny
 wizard.tny
 wizardcol.tny

Donald Duck in a car with four flats
 The opening screen from Gauntlet 1
 From the Ewoks cartoon
 Ewok children taking a bath
 One frame Garfield cartoon
 Opening screen from Gauntlet 2
 Picture of pet metallic hawk from Star Hawks cartoon
 The sorceress of Grey Skull
 Battlecat
 Beast Man
 Evil Lynn
 Skeleton
 Heman
 Hummel painting of a little girl
 Another version of the earlier Bill the Cat picture
 Lady & the Tramp
 Malefacent from Snow White the cartoon
 Mice spoof of Miami Vice
 Mickey mouse from Fantasia
 Mickey from Fantasia - different
 Publicity still for Fantasia
 Opus the Penguin and Bill the Cat from Bloom County
 Peebles & BamBam from the Flintstones
 Winnie the Pooh
 Snow White & the Seven Dwarves
 ZZ Top album cover
 Wizard and elf picture
 The wizard from the Secrets of Nim

MVG REVISTED

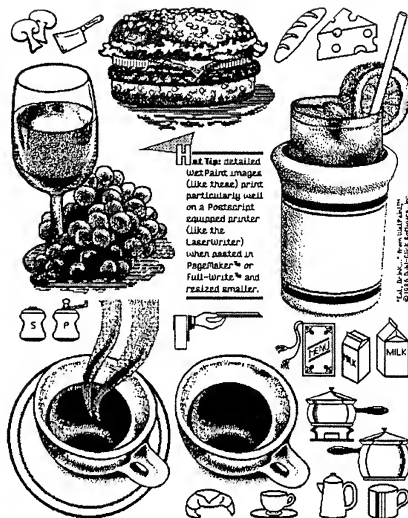
(Part 2)

Review by: Doug Novak
© 1990

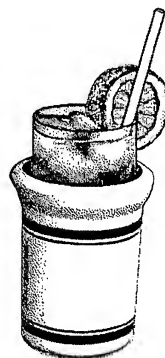
On this month's "Disk of the Month" is a demo of **MVG** by WizWorks. This is, as I stated in the last Newsletter, one of the best Picture manipulators around for the **ATARI ST**. Take a good look at it and I am sure you will agree.

On this page are a few examples of some editing work done with **MVG**. Most of the pictures started as a very large MAC file and since **PageStream** or **Timeworks** does not allow 'lassoing' parts of a piece of clip art such as the Mac does, most of these clip art files were useless unless you wanted to spend a fortnight editing them with any graphics program we had for the ST. That is, until **MVG** came around! Thanks once again WizWorks!

All the pics you see here, and I do mean ALL, were done in less than 10 minutes!! Since the DTP programs we use only allow box-type clipping of imported graphics, the pictures shown here would, as you can see, have been impossible to clip without **MVG**. □



Original MacPaint Clipart File



Individual IMG Files created with MVG

Picture perfect publications

Design And Laserprinting Of:

- ✎ Resumes and Cover Letters
- ✎ Pamphlets, Brochures, Flyers
- ✎ Special Event Programs, Newsletters
- ✎ Typesetting For Printers, Customized Calendars
- ✎ Advertising and Graphic Design
- ✎ Customized Paperwork, Forms, and Invoices

Doug Novak
Frank Schmac

5538 Pearl Rd.
Parma, Ohio 44129
Phone: (216)-845-6260
Phone: (216)-941-4496

N.O.A.H. Membership Registration Form

Date: / /

Membership #: _____

Name: _____

Address: _____

City: _____

State: _____

Zip Code: _____

Phone: () -

Computers Owned: _____

Check One:

- ☐ One Year Membership w/Monthly Newsletter (\$18.00)
☐ One Year Membership w/Monthly Newsletter & Disk (\$24.00)

Both memberships also automatically register you on ST NERD BBS, a N.O.A.H. & P P support board, and get you a 10% discount on most ST Software at A A A Video Repair & Computers !

© P^PP

N O A H

orthern hio tari elpers



August 1990



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	7	8	9	10	11
12	13 Last Day for Newsletter Articles	14	15	16	17	18
19	20	21 N.O.A.H. Meeting 6:30 pm at AAA Video	22	23	24	25
26	27	28	29	30	31	

Atari ST Software

A A A Video Repair
&
Computers
5538 Pearl Rd.
Parma, Ohio 44129
Phone: 845-6260

Domestic Titles

Quadralien
Thunderblade
F-16
Tetra Quest
Manhunter New York
Corruption
Manhunter, S.F.
Exolon
Space Harrier
Platoon
Total Eclipse
Scenery Disk #9
Fiendish Freddy's
Big Top O'Fun
Symbols And Slogans

Space Station
Oblivion
Powerdrone
Obliterator
California Games
Eliminator
Championship
Wrestling
Q-Ball
Universe III
Archipelagos
Deja Vu II, Lost In
Las Vegas
Falcon—The Next
Mission Disk

Ballistix
Codehead Utilities
Robo Cop
Rambo III
Paper Boy
Operation Wolf
Titan
Barnum And
Bailey Circus
STOS Compiler
Cyber Print
Red Lightning
Nether World
Space Quest III
Miami Vice

Darkside
Axe Of Rage
Omega
Prison
Jug
Hostage
Devon-Aire
MultiDesk
G+Plus
Talespin
Renegade
Artura
Speedball
Quick ST II

European Titles

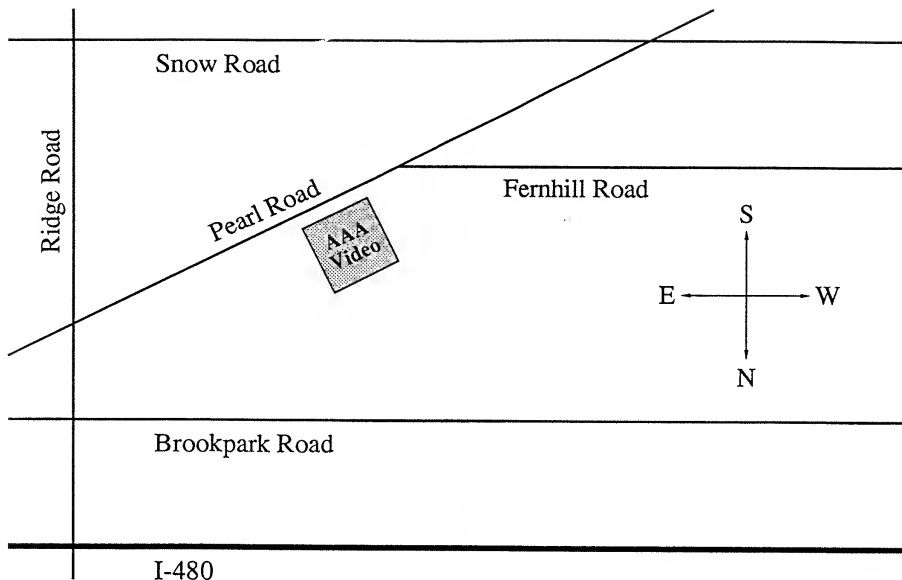
Grand Prix
Dominator
Tom And Jerry
Airborne Ranger
Silkworm
Leonardo
Astaroth
Dark Fusion
Mr. Heli
Conflict: Europe
Lancaster
Master Grand Prix
Bangkok Knights
Chambers Of Shaolin
Toobin'
TinTin On The Moon
Time
Hound Of Shadow
Iron Lord
Savage
Spherical
Honda RVF
Running Man
STOS Sprites 600
Vigilante
Sleeping Gods Lie
Gilbert
Castle Warrior
Passing Shot
Steel
H.A.T.E.
Dynamite Dux
Star Wars Trilogy
Turbo Out Run
Tom And Jerry II
Asterix
Wall Street
Austerlitz

Wicked
Phobia
Red Heat
Kennedy Approach
Thunderbirds
Gemini Wing
Bad Dudes vs. Dragonninja
Shinobi
Laser Squad
Moonwalker
Starbreaker
Ooze
Stormlord
Beverly Hills Cop
Premier Collection II
Premier Collection III
First Contact
Ghostbusters II
Skidoo
Eskimo Games
Bloodwych
Data Disk #1
Super Wonder Boy
Rotox
AMC
Flood
Imperium
Dungeon Master/Chaos
Combination Pak
Slayer
Snoopy
Mindbender
Armada
Outlands
Prince
Knight Force
Iron Trackers
Pictionary

Sporting Triangles
Winners
Tempest
Future Wars
Interphase
Hellraider
Chase H.Q.
Oil Imperium
Nevermind
Continental Circus
Chicago 90
The Untouchables
Safari Guns
Rorke's Drift
Hammerfist
Crack Down
Skidz
Bridge Player 2150
Defender Of The Earth
Time Soldier
Dyter-07
Klax
Colorado
The Viking Child Prophecy
Puzzle Book 1
Conqueror
F-29 Retaliator
Operation Thunderbolt
Teramix
Fire!
Rotor
Demon's Tomb
Star Flight
Rainbow Island
Kayden Garth
Onslaught
Commandos

Clown-o-Mania
Ninja Spirit
World Championship
Boxing Manager
Tempest
Fallen Angel
Twin World
Star Blaze
Cloud Kingdoms
Sherman M-4
Renaissance
Ninja Warriors
Bad Company
Sonic Boom
Castle Master
Cyberball
Quartz
Kid Gloves
Ivanhoe
X-Out
Dan Dare II
Heavy Metal
Impossamole
Full Metal Planet
Xenophobe
Switchblade
Gauntlet II
Fighter Bomber
Tech
Gravity
Count Duckula
Pinball Magic
1st Person Pinball
Pursuit To Earth
Galaxy Force
Sim City

pp



N.O.A.H. Newsnotes

Care of:

**AAA Video Repair &
Computers**

5538 Pearl Road

Parma, Ohio 44129

Phone: (216) 845-6260